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ALBION is a journal of postal Diplomacy, gradually expanding its frontiers to cover more and more items of general war-gaming interest. It is edited and published by Don Turnbull, in between spells of painting the outside woodwork of 6 St. George's Avenue, Timperley, Cheshire, England.

Current vacancies are listed on page 22 of this issue. There are also vacancies for the Abstraction game, rules in issue 11.

Subscriptions to ALBION are currently 2/- per copy (British Isles and Ireland), 50 cents per copy (U.S.A.) and pro rata elsewhere. Both figures include postage. You might think these prices are very high for the rubbish you are getting, and you would be quite right.

All-for-all trade with other Diplomacy magazines currently restricted. Keep watching this space.

ALBION exists primarily to record the progress of postal Diplomacy games. The majority of such games will take place, or are already doing so, in the British Region of AHIKS, or within the area covered by the British Region, AHIKS membership notwithstanding. Supply of games is, for the most part, a function of demand. International games, such as 1970AK, are reported in odd-numbered issues, although a report on the builds for the above game appears at the end of this issue, just to confuse you. Thus the international games are reported in alternate issues, while games within the British Isles are reported every issue.

ALBION is a member of the Diplomacy Division of the NFFF Games Bureau (about which more later this issue). The Bureau Chairman is Don Miller, and Rod Walker is the Chief of the Diplomacy Division.

Diplomacy is a game manufactured and marketed by Games Research Inc., 48 Wareham Street, Boston, Mass. 02118, U.S.A. Apparently copies are now available in most large games shops in the British Isles, although if you have any trouble finding a copy, I can supply you with an address or two.

Special cover for this issue, and cartoon at rear, by that paragon of Scots virtue Malcolm Watson.

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ALBION celebrated its first birthday last time, yet the flow of gifts has been rather slow, to say the least. Pardon me if I have a quiet weep. Monetary recompense for your forgetfulness will be accepted without qualms, whatever they are. Nothing to say in the editorial this time, so let's away.

The Walker-Tretick Controversy - a clarification.

Although I stayed within a mile or so of Buddy Tretick's house during our recent holiday in the USA, we didn't have the opportunity of meeting; perhaps Buddy was himself away at the time. Whatever the reason, this means that I have not had the chance of discussing the recent Walker-Tretick 'row' with Buddy in person.

However, on my return from the USA, a letter from Rod awaited me; this is quite long and detailed, but it covers the entire history of the situation, so I thought it was worth reprinting the letter in full. Further reasons for so doing, and comments on the contents, appear after the letter.

From Rod Walker, 5058 Hawley Blvd., San Diego, Calif. 92116.

'Dear Don,
Just received ALBION 17 (16 and 18 already here). As usual, your 'zine is the best, most enjoyable, and most informative Diplomacy 'zine available, and I wish that more people could see it. The wit and acumen of your articles, the accuracy of your game reporting, and your determination to be fair set standards seldom, if ever, observed in the U.S. I have tried to do the same with NUMENOR proper (EREHWON remains and will always be an extremely biased and opinionated 'Zine), but it's hard to compare, since we cover different subjects. The only 'zines which come close in North America are Don Miller's DIPLOMANIA and John McCallum's SERENDIP (written, SerenDip). However the former is too infrequent and the latter is too brief. Ah, well.....

Anyway, since you are interested in giving your readers the unvarnished truth about things, I would like to add my two pennies' worth. Your history of Diplomacy organisation is admirable, considering that it was compiled without access to any of the earlier documents. Part of the later history includes the dispute between Buddy Tretick and myself. I am going to cover that -- in an unbiased manner for a change -- since I think the information is important for its own sake and also because it is a valuable object lesson in the dangers inherent in Diplomacy organisation. I am also going to follow with a few random thoughts about organisation, in which I may seem to agree with John McCallum. But since John has since *his statements on the matter djt* joined the NFFFGB Diplomacy Division, thus seeming to support me, the least I can do is point out the validity in his position. I might add, here, that John joined the Division because I called his bluff. He stated, in SERENDIP, that if the Division would do something useful, like finding new homes for orphan games (he referred to the two AEOLUS games, 1968ET and BV), he could see some reason for joining. It happened that I had just, that week, taken action to place both those games. So I wrote to John and suggested he put his membership where his mouth was. John, always a good sport and an impeccable gentleman, acceded to the fact that I had trapped him, and joined. His membership should

(from Rod Walker, continued).

'not be construed, however, as an indication that he has changed his basic opinions.

The International Diplomacy Federation was originally conceived in the summer of 1966, just as I had completed work on my M.A. and was returning to military duty in Nebraska (and had made the decision to begin EREHWON). The original drafting committee consisted of Conrad von Metzke of COSTAGUANA, Hal Naus of ADAG *A Droit, A Gauche djt*, Bob Cline of the nameless 'zine (or NAME), and myself. This was an attempt to create an organisation for all Diplomacy players. Copies of the proposed Constitution were sent out to a large number of people for comments, and revised copies were sent out for ratification. The required number of ratifications was never received and the IDF died stillborn. I might add at this point that the NFFFGB Diplomacy Division existed at this time, largely on paper, and without a defined membership save the Division co-chiefs (Dave Lebling and John Koning), who usually failed to submit any reports.

In the summer of 1968 I made an attempt to revive the IDF. I conceived of it as only semi-serious, and the Constitution included lines such as "/The President/ will have no function whatever, save to look important at ceremonial occasions (if any)." Officers included a Minister of Plenty, a Minister of Truth, the Count of Numbers, the Minister of Love, the Ombudsman, and the Judge Jeffries (who issued his opinions in Bloody Assizes). This proposal was not generally taken seriously, and again died. The text of the proposed Constitution appeared in EREHWON III 2 and 4.

In 1969, after I had made enquiry about the status of the Division, Don Miller appointed me Chief. I reasoned that the organisation needed a little structure; one which would allow me to fulfill my function without undue burden. Hence, the Division was transformed from an organisation with no really defined membership to one in which Gamesmasters were members.

Therein lie the seeds of the Walker-Tretick controversy. When the first Division ballot was sent out, Buddy wrote that I had "no right" to call for votes of this kind because of "certain decisions" taken by a cabal of Washington-area (D.C., that is) Gamesmasters, including himself, Don Miller, Wayne Hoheisel, and Dave Lebling. I replied that I doubted any such decisions had actually been made, since Don had not published any of them, and that they could not be valid, anyway, since they were not undertaken by the entire membership, no matter how it might reasonably be defined.

Although the Games Bureau Chairman had given me unlimited authority over the Division, I decided it would be improved by bringing the membership into the decision-making process;

(from Rod Walker, continued).

hence the Division Ballots. This represents the first time any sort of democratic process has ever been introduced into the Division; there had been no previous elections or votes of any kind (unless votes were taken at meetings of members in the Washington-Baltimore area). This process has been expanded to include votes on membership, advisory votes, nominations, and proposals.

The Walker-Tretick dispute arose from three things. First, Buddy protested my expectation that he observe the set policies of the Division, claiming that he had not received the first two ballots (although he had acknowledged the first by protesting it). Second, Buddy became angered because I jumped on him in print (ACHERON 1) for using the Changing of the Guard *for description see ALBION 11 djt* in his games, 1968AC in particular. At my urging, the Division narrowly voted to declare the game "irregular" (a game which is very nearly regular and not sufficiently deviant to be a "variant"), but refused (also narrowly) to recommend its exclusion from rating lists. (I might add that the NUMENOR Master Point Listing includes the game; I am not sure about any of the rating lists).

The third thing which caused the dispute was Buddy's 7-man 7-game tournament. He asked me to assign seven numbers to the games. Now, my policy, which is exactly like that of John Boardman, who invented the numbers, is that I will not assign numbers until I have a game-list in hand. I informed Buddy of this, in two separate letters, and requested lists for the games. This was met by utter silence and a simultaneous cancellation (without notification to me) of our trade agreement. I later learned that Buddy had charged me with refusing to assign the Numbers because I considered his games to be "variants", a charge which he must have known at the time to be untrue, since I had already told him that I would assign the Numbers as soon as I had game-lists (and I subsequently did).

The exchanges thereafter became more heated. LA GUERRE was full of the most virulent sorts of attacks, snide comments, innuendoes, and what have you. There was an issue of NUMENOR in production when I found out what was going on; in the EREHWON section I inserted an ill-advised (but emotionally very satisfying) editorial which tore LA GUERRE to shreds, urged people not to join its games, and so on. This polemic did not help things any; there was also a private letter which said things I certainly would not say in print, and no doubt provoked even more bitterness. I have since tried to dampen down the dispute, but with uncertain results. Buddy is very difficult to communicate with: in the space of a single week, he wrote me that there "is no feud", told Don Miller on the 'phone that he would under no circumstances trade with me, and wrote me that he would trade if I sent him any back issues not yet sent to him. I am not sure what all this means. The

(from Rod Walker, continued).

basic problem is that Buddy practically never writes to me, while I have sent letters in volume. I am sure that my initial display of bitterness has not helped things; however, there needs to be communication on both sides.

I have tried to detail all this because I think it illustrates the very real dangers involved in refusing to communicate and in flying off the handle without any real provocation. I am probably as guilty of the latter as is Buddy, although by the time I said anything he had been publishing "his side" of the feud for two months. The above is not an attempt to give "my side", since I think your readers will be more interested in what happened than in what Buddy or I think about it in a non-objective sense.

However, since Buddy is one of your readers, and he may eventually read this, I will repeat that I have made, in print and in private letter, specific proposals for settling the feud or dispute or whatever it is and that I have yet to receive any sort of response to them, not even an acknowledgement.

I want to end this with a response to John McCallum's comments which you reprinted, and a word about my comment on the so-called "International Diplomacy Division". Despite my comment, the obvious purpose of the IDD is not only to rival the NFFGB Diplomacy Division, but to replace it. It is not generally known, but for some months Tretick has been pressuring and badgering Don Miller to relieve me as Division Chief and to put him in my place. Don has the power to do this, but refused. In fact, in III 7 of LA GUERRE, Tretick declared that he had "abolished" me (as Division Chief); it was shortly thereafter, and after Miller's first refusal to fire me, that the so-called IDD was announced.

I originally supported the IDD because I wished to blunt its intended role as a rival and because the idea of a Diplomacy organisation open to all players (so long as I didn't have to do the work involved) appealed to me. The IDD, despite the frowzy and suspect motivation which inspired it, had real potential for good. Unfortunately, the IDD is turning into a one-man show and a front for Buddy Tretick. My application for membership has never been acknowledged, nor have any of the proposals which I submitted for vote of such membership as might exist. I still believe, however, that there should be some sort of Diplomacy organisation with unlimited membership. Unfortunately, no one has yet come forward who is willing and qualified to manage such an organisation, and nothing will happen without some sort of chief executive.

Now back to McCallum's comments. He is of course right. Everything which a Diplomacy organisation could do could also be done by private individuals. An organisation tends to amplify and assist these actions, but it is not indispensable to them. As has been rightly pointed out, I do most of the work in the Division. In fact, had I

(from Rod Walker, continued).

been so inclined, I could have kept the Division as it had been before and gone ahead with my "own thing" without ever consulting the membership (whatever that was), since there were at that time no established processes for doing so. Instead, I created systems for sharing the decision-making powers with the members. Regardless of this, however, whatever decisions are taken, either by the membership or by myself, it is up to me to carry them out and enforce them.

If the Division were to vanish tomorrow, I would still be able to continue with what I am doing through the Division. Ultimately, the acceptance or rejection of anything done with or without an organisation depends upon the voluntary decisions by the prominent GMs and players. Of course, this group is much larger than it once was; "organisation" was unthinkable in the dear dead days of 1964 and 1965 when there was only a handful of GMs. Now it is at least feasible. In a few years, it may be nearly necessary; who can tell?

I would also like to correct one serious misstatement of fact. You state, "The Division is doing, and has done, a useful job of organising - the game numbers, for instance...." Not so. The Boardman Numbers were created privately and have nothing to do with the Division. They are voluntarily accepted and used by all record keepers and nearly all GMs, but they have never been, nor are they now, under the control or authority of the Division. There is good reason for this. The Division, by its very nature, is a partisan structure. If the Numbers came under it, the temptation would be very great to use them as weapons for the purposes of the Division. Or, alternatively, they might be rejected by people who oppose the Division and would therefore use the Numbers against it. In fact, this has already occurred. When Tretick began his feud with me, he declared that the Division did control the numbers and that he, Tretick, in the name of the Division, was going to take them over. He cited a Division decision which, of course, had never been made. This claim seriously threatened the integrity of usefulness of the Numbers, and I think it clearly illustrated the pitfalls in allowing them to fall under the control of any organisation. Here I side completely with McCallum; this is a job which needs no organisation to do it; in fact, it desperately needs to be free of any group. I might add that I have already negotiated agreement with two people (Jeff Key and Don Miller) to turn the Numbers over to one of them should I become unable to assign them. The agreement in each case includes the understanding that they will remain the private responsibility of the custodian to whom I transfer them.

Well, I have rambled on for nearly 4 pages; I suppose that is enough. Rod.'

Such a giant contribution to these pages deserves a formal heading for my reply, thus:-

Editorial Comment.

First of all, I should say that Rod's letter does not end so abruptly as I have made it seem. In order to fit the letter conveniently onto the page, without running over on to the top of the next, I have adopted that irritating but necessary policy of cutting the last two or three lines out of the letter; these omitted lines have no bearing on the issues in question, of course.

ALBION has been in something of an editorial dilemma on the subject of the Walker-Tretick feud. Both Rod and Buddy have expressed their confidence in ALBION in the form of a subscription or trade, and Buddy has gone to the extent of trusting the ALBION gamesmastering by entering a game. Also Rod is Division chief, this magazine being a member of said Division.

The editor has therefore no quarrel with either of the participants - quite the reverse, in fact. Yet it is an avowed policy of ALBION to report happenings in the American Diplomacy world to British readers (who form the majority of the readership), and this applies to feuds as much as it does to rule discussions etc., since the British should know what is going on. It has therefore been difficult to report progress on the feud, and the Division matters involved, without taking one side or another. And let it be said here and now - ALBION is not going to take sides in this matter, nor is it my intention that these pages should be filled for issue after issue with arguments on one side or another.

Nevertheless I consider it necessary and right that Rod's letter should be reprinted here in full. For one thing, Rod says nice things about ALBION, and the editorial staff will go almost to any lengths for praise. More seriously, ALBION is a member of the Diplomacy Division, and this matter concerns Division business; thus it must be reported. However, lest Buddy should get the impression that I am in some way siding with Rod by printing his letter, let me confirm that I am prepared to print Buddy's answer to the above, if he wishes to make one. Also views from anyone else. BUT each and every one of you will be allowed ONE LETTER ONLY on this matter, and then the matter will be closed, at least as far as ALBION is concerned. As I said above, I refuse to take sides in this, and leave the readers to come to their own conclusions, but I am not going to have ALBION clogged up with petty bickering. ALBION is, we hope, an informative magazine, and information of this sort is not our staple diet. So, if you wish to comment, think the matter over thoroughly before you write, since no-one will get a second chance.

Now to Rod's letter, which I will have to take piece by piece.

First, I would like to thank Rod for the kind remarks he makes about ALBION. This is praise indeed, coming from a person whose magazine format was the basis for the first ALBION. You will all have noticed by now that I try to make ALBION as comic a magazine as possible, while trying at the same time to insert articles of a more serious and informative nature. Well, if you think ALBION is the least bit funny, you should read some of the earlier copies of EREHWON, before Rod returned to the academic life, where time is at a premium. I look forward to the time when Rod finishes his advanced studies and is able to devote more time to EREHWON again.

However, enough of throwing praise around. Let me just briefly examine a small point which has drifted into my thoughts.

Those who know about these things tell me that the secret of success in advertising is repetition. And I'll take their word for it. I'll take their word for it. I'll ~~take their word~~. If you only watch the tele an hour or so every month, the advertising has little or no effect on you. You may, quite by chance, notice the nude girl advertising Snibbo's Backache Remedy, but it wouldn't occur to you to actually buy the stuff. However, if you are one of those people to whom life isn't complete without the tele blaring and yammering in your ear all day and night, it's quite surprising how soon you develop the most acute backache, and leap out to buy pounds, gallons or yards of Snibbo's. Of course, it is the latter group of ~~latter~~ people that makes Mr. Snibbo drink and eat so much in expensive restaurants, and if it wasn't for them he would still be living in his dull semi in Clapham with his devoted wife, instead of racing around in an Alfa throwing diamonds at blondes.

Now (just in case you are wondering where this all fits in) compare the conditions of ALBION and DIPLOMANIA/SERENDIP. ALBION appears on your doorstep every three weeks, on average, whereas DIPLOMANIA appears when Don Miller has the time (which isn't often, to judge by the enormous amount of other magazines he produces, most of them on strict deadlines), and SERENDIP is, for the most part, filled with game reports, so John doesn't have the space to write much of his own, which is a great pity.

So, if you prefer ALBION to either of these two magazines, it's very nice of you all, but I think you've been caught by the frequency. Particularly insofar as contribution to the Diplomacy world is concerned, these two (and others) rank head and shoulders above ALBION. Or maybe you just like reading nonsense. And it would be hard to beat this magazine on the latter count. Just look at most of this page, for instance. Mr. Snibbo, indeed!

In the matter of organisations; when John made his original comment to the effect that the Diplomacy Division can do

nothing more than could be done by a private individual, I agreed with him. I still do. However this doesn't mean to say I think the Division should be scrapped, nor do I think John intended this interpretation. If the organisation exists, then there is no harm done, and probably a lot of good. As Rod himself says, an organisation tends to amplify and assist actions which otherwise would be the sole concern of one individual. One can even visualise a set of circumstances in which the Division would be essential, and in which the private individual would have a difficult or near-impossible time. What would happen, for instance, if Games Research suddenly went out of business? Someone would have to take over the marketing of the Diplomacy game, and it might be argued that the Division is ideally placed to do so. Not that this is even likely, but it is possible that a set of unforeseen circumstances could arise in which the Division could act, but a private person couldn't. If nothing else, the Division serves to distribute information, and this is a valuable and necessary function. That the Division, in this context, is really one person (Rod) who has got himself lumbered with the bulk of the work is, perhaps, a contradiction. Nevertheless, the case stands. Let me repeat, if we were back at square one now, I wouldn't think a Division really necessary, but if it's there it is currently useful, and might be very necessary under certain consitions.

On the Walker-Tretick controversy, I can say little. When my wife and I stayed with Don Miller recently (he beat me at every game under the sun, as it happens, but you needn't know that - see the report on our American holiday which will appear in a future issue of ALBION), Don assured me that Rod was and is the Diplomacy Division Chief, and there the matter rests, as far as I am concerned. Don is the Chairman, after all.

The IDD doesn't sound to be a very good idea to me, I must confess. No hard feelings, Buddy, but there's already some discussion as to whether one organisation is really necessary, so I don't see the point in adding a second. And why the word 'Division' in the title? Of what parent body is this group a division? It strikes me that the title could have been more carefully chosen, unless it was intentionally a rival for the NFFFGB Diplomacy Division. Not very Diplomatic. And if it was intended to be a rival, then I want nothing of it. What we need are good games, interesting letters etc., not rivalry in anything (except the actual game, of course).

Turning briefly to Rod's attack on Buddy and LA GUERRE in EREHWON. Granted that this was something of an emotional laxative, and it may have all been true. But it was inflammatory in a personal sense, and I think there's no room for this sort of thing in a Diplomacy magazine. The Diplomacy world is linked by a game - life's too short

ALBION Game Review Number 7.

DEPLOYMENT.

Published by Strategy and Tactics magazine, Poultron Press,
Box 396, New York 10009, U.S.A.

Price:- 5 dollars plus postage.

Our thanks to Jim Dunnigan for his contribution to these reports.

Background.

Deployment is one of the Tactical Game Series - number 10 to be precise. Its purpose is to show the use and development of small unit tactics during the 'flintlock musket' period of warfare (from about 1670 to 1840). As with Tactical Game 3 (ALBION Game Review number 1) the terrain is imaginary, consisting of village squares, hills and hilltops, woods, streams, roads and a single fort.

Presentation.

A single black-and-white mapboard (unmounted) as usual. Excellent counters in my version - by far the best I have come across in the TSG series so far. Coloured, the mapboard looks very attractive, nor is there much to colour. (Both Tony Jones and myself have coloured the bocage in Normandy with felt pens, and can attest to the length of this particular task!)

The rules.

Perfectly clear and well written. Also supplied is a diagram giving further explanations of artillery ranges and fields of fire, infantry fire when in line or column etc. This is a useful and necessary supplement to the basic rules.

Again, as with TAC 3, no specific order of battle is given; instead, there are five orders of battle presented - these corresponding to the years 1757, 1792, 1806, 1809 and 1815 approximately and respectively. These are based on the battles of Leuthen, Valmy, Jena, Wagram and Waterloo. Similarly, there are four game situations, with suggestions as to which should be used with which order of battle. Thus there are 20 'games' suggested in the rules for a start, and of course the emphasis is on experimentation. The game can be used to see, for instance, what happens when you send infantry in column against a mass of artillery, and whether the results are any better if the infantry are first deployed in line, or if Guards are sent in instead of Regulars or Conscripts.

All in all, there is sufficient flexibility in this game to satisfy the most discerning gamer. There isn't, of course, the variety of weapons as compared with TAC3, but no-one expects that in this period of history.

All in all, therefore, we found the rules very clear, and only rarely had to discuss a point of interpretation. One or two suggestions in this regard are made later in this report.

The play.

Excellent play mechanics, surpassing even those of TAC3. Movement of forces to reasonably secure positions is followed by tactical manoeuvres, infantry attacks etc. The terrain has been constructed so that most of the mapboard is used, although the main action usually takes place near the hills and fort in the centre area of the map.

One interesting device in the game is the deployment of infantry in line or column. When in column, a normal counter is used for the unit (i.e. the counter covers one hexagon, as usual). However when the infantry is deployed in line, a replacement counter, covering two adjacent hexagons, is substituted, the manoeuvre taking one turn to accomplish. The conversion of column to line and vice versa plays an important and realistic part in the action.

Note that, for postal play, the counters need numbering or other identification. Perhaps Poultron Press might consider, when marketing new games, the numbering or identification of all counters, since I imagine postal wargamers are going to form at least a small percentage of the players, and identification is easier to arrange in the initial printing than individually for each copy, and probably adds little or nothing to the expense of manufacture.

Victory conditions are on a points basis; clearly the game does not attempt to reconstruct the entire action of Waterloo, for instance, but only a small part of it, and hence the conditions of victory cannot realistically be aimed towards an actual campaign. This is no drawback at all - the game stands up well in its own rights; the reconstruction, at this tactical level, of the battle of Waterloo would involve many more counters and a massive mapboard.

We were most impressed with the play, therefore, and are both anxious to try more variations when time permits.

Rule suggestions.

We found that one or two rules, when applied in certain situations, required some clarification, and our suggestions for the interpretation of these points are given below.

1. Normally, cavalry attack at the end of a charge only, i.e. the unit must move a certain distance in a straight line before meeting the enemy. However, if cavalry is in contact with an enemy unit at the start of a move, we don't think the charge should be necessary in order to allow the unit to attack, in other words we assume that battle is already raging.

2. We think that dispersed artillery units, although unable to move, should be able to re-align position if necessary.

This seems reasonable since artillery can only fire in a certain specified direction, according to the orientation of the counter. When dispersed, the artillery pieces could be turned in position without difficulty, even if one assumes the crew had vacated their posts for a short period of time (which presumably is the effect of the dispersal).

3. The rules say, again on the subject of artillery:-
'When attacked from the side it is firing in the artillery defends with its highest defence factor. If attacked from any other side than the side covered by the gun's fire the unit's defence factor is 1.'

We think this is badly worded; the second half of the rule is OK, but the first half could be taken to read that the artillery unit defends with the highest defence factor it has no matter how far away the attacking artillery is. We think the first half should read:- 'When attacked by enemy units from a square into which fire can be directed, artillery units defend with the factor they would normally use to fire into that square.'

An example will clarify this, if it still needs clarification. Suppose an 8 pounder gun is fired upon frontally by an enemy 8 pounder from a range of 5 squares; defence factor is 3, since that is the attack factor of the artillery up to 5 squares. If it is attacked from 7 seven squares away, the factor drops to 2. If it is attacked from a greater range, the factor drops to 1, since the 8 pounder cannot direct its fire more than 7 squares away.

These are minor points, and in no way represent criticism of the game. Other interpretations may be necessary in certain situations, but common sense should sort the matter out.

Summary.

This is a fine game, interesting to play, yet quick and lively. It approaches table-top wargaming more than any other game (except TAC3), and hence is a good game for converting a table-topper to board games or vice versa. We have no hesitation in giving it the highest recommendation.

Suitability for postal play.

Unit identification needs to be carried out for postal play, but otherwise the game is very suitable, and might form the second game of a pair of postal opponents who are already engaged in a more complex conflict, to give some light relief.

Suggested grid system:-

Letters A to XX along the north edge, starting in the west. Numbers 1 to 57 along the west and east edges, starting in the north-west and running south-west to north-east.

Pinpoints:- Hilltops are H28, I33, I14, J14, U29, V28, HH39, NN39, SS26. Fort is X19. Villages are M16, P33, DD25, DD39 and KK25.

Leisure and the NFFF Games Bureau.

Although it was not always seem this way, our leisure time is considerably greater than that of any previous generation. However, although we may also say that we are, as a whole, better educated than any previous generation, the one thing most people lack is the ability to make good use of their leisure time, and there is a definite form of education involved here. The television, supplied by most countries in vast quantity (in terms of viewing hours - and in the USA you can watch television from the time you get up in the morning to the time you wind your weary way to bed) - the television is a passive medium and will always be, even when other senses (the smellies of a particular science fiction writer) are involved.

In fact, one might argue that the television is just the wrong source of enjoyment of one's leisure time, for the very reason that it is passive. Surely leisure should be taken actively, as it means to prevent atrophy if for no other reason?

All the readers of this magazine, however, will already have found the solution to the problem of leisure. They play Diplomacy, at least, which guarantees them reading time, writing time and even thinking time. Many play wargames, in which case the times involved are greater in proportion. Many (most, probably) try to fit other things into their personal timetable too, and are more intent on getting more leisure rather than using the surplus leisure time they have available. I have said for years that I must cut down on the number of wargames I have going, but never seem to manage it.

All in all, therefore, there would seem little point in inserting an article on 'how to use your leisure' in this magazine, were it not for one fact - the gamer is an inveterate collector, who always seems determined to cram more and more into his rapidly waning leisure time, and who is always seeking new means to occupy his mind, regardless of the fact that he hasn't really time to do so. It is for this reason that I would like to bring to your attention the NFFF Games Bureau. Don Miller, Chairman of the Bureau, sent me some information on Bureau aims and activities early in the history of this magazine, and a short account was printed. However the full scope of these activities - of Bureau information sources, in particular - was not brought home to me until Don recently entertained us in his hive of industry near Washington D.C. In fact, the pile of magazines I brought back with me had to be seen to be believed, and my main difficulty in the compilation of this article is to know what to leave out, since it would take more than one ALBION to give a reasonably comprehensive survey.

Let it be said at the outset - Don has the most amazing collection of games I have ever seen. And the virtue of his collection is not that he has merely bought all the

available commercial games, but that he has gone to great lengths to unearth non-commercial games, both currently played and obsolete. The latter category of games is distributed, in rule form, to NFFG Games Bureau members in a series of Rule Sheet Portfolios, and it is with the first of these portfolios that this article deals, in order to give you an idea of the amount of information, and the scope of information, available without taking up too much of the magazine.

Probably the best introduction to the portfolio is that printed by Don Miller as an introduction to the portfolio itself, as follows:-

'This is the first in a series of portfolios, each containing five rule-sheets, published by the General Games Division of the NFFG Games Bureau. The games to be covered in this series will range over man's entire history of game-playing insofar as it is known to us today, and will encompass all cultures which have produced games of a skill-level suitable for presentation here. Primary focus will be on board games of skill, although card and dice games and other games involving a considerable degree of chance will also be included.

'This first folio contains one game of alignment (NINE MEN'S MORRIS), one Mancala (or "counting") game (WARI), one war/configuration game (THE JUNGLE GAME), and two war games of battle (THE NAVAL WAR GAME and "KING" CHESS). "KING" CHESS also qualifies as a "Fairy Chess" Variant. All of these games are played today, and one of them - NINE MEN'S MORRIS - dates back to before 1400 B.C. Culturally, Africa is represented in WARI, China in THE JUNGLE GAME, today's Western world in "KING" CHESS and THE NAVAL WAR GAME, and the whole world in NINE MEN'S MORRIS.

'Other folios now in preparation will include such games as RIMAU-RIMAU, KRIEGSPIEL, ELEUSIS, JETAN, "WARP" CHESS, CAMELOT, TABLUT, SHOGI, XIANGQI, "SPACE" CHESS, ULTIMA, DIPLOMACY, and many, many others. We welcome suggestions from our readers as to suitable games for inclusion.

'As one of our primary aims is to encourage you to try out and experiment with these games - some of which are being presented for the first time, and some of which are being revived after lying forgotten between the pages of some little-known book for a century or more - we urge you to communicate the results of your trials with us, so that they may be shared by others. Only in this way can we determine whether the old games are worth saving, and improve upon the new ones. We also hope that some of you will record the moves of the games you play, and send the more interesting ones to us for publication.'

I must comment here that the game KRIEGSPIEL mentioned above is not the one recently produced by Avalon Hill; however, the game CAMELOT is the one produced in the USA by Parker Bros. (I think) and in England by Waddingtons - at least Waddingtons did produce it for a time but it has since

disappeared, presumably because it was too hard for the average Englishman to understand..... ELEUSIS and ULTIMA are both products of Robert Abbott, and are detailed in the book 'Abbotts New Card Games', now out of print in this country, as most interesting books seem to be. I have played RIMAU-RIMAU against Don (and got thrashed at least twice) but don't know the other titles mentioned. DIPLOMACY, of course, requires no explanation from me for readers of this magazine.

The portfolio itself contains all the rules of the games as detailed above. In addition, Don accounts the source and history of the games, plus one or two sample games of each title and a few optional rules which players may add as they wish.

The result is quite remarkable, and provides the basis for what must be, potentially, the most comprehensive and wide-ranging compilation of games in existence. I imagine Don will eventually publish a book on the subject, and he can be sure of one sale right here.

To anyone who is remotely interested in games, therefore, I would say that the Rulesheet Portfolio No. 1 is a very necessary buy. Don still has a few copies left at 35¢ (plus some suitable amount for postage - the portfolio weighs in at around 2½ ounces). You may also like to ask for a copy of the rules of RIMAU-RIMAU, these having been published in THE GAMESMAN rather than waiting for the second portfolio to be compiled.

Membership of the Games Bureau, of course, allows you access to more information than one rulesheet portfolio. Chess addicts, for instance, will find a whole new world of games of the 'Fairy Chess' type, and also a series of publications called 'Ye Faerie Chessman'. I can give details of membership to anyone interested, if they will drop me a line (of course, if you read this in the USA, then you should contact Don Miller at 12315 Judson Road, Wheaton, Maryland 20906).

Finally, Don is very interested in obtaining copies of little-known and obsolete games. If any reader has a game stuck away in the loft which he has never got round to looking at, then Don might be interested in it, always assuming he hasn't already got a copy. So let me know - you may have a real rarity which deserves to see the light of day again.

GUADALCANAL - a necessary improvement.

The AH game Guadalcanal has never hit the top of the popularity polls. I think the main reason for this is the book-keeping required, and the sluggish mechanics caused by continually having to refer to a written record of unit strengths. A set of step reduction counters (unmounted) has been drawn up by Joe Seliga, 15 Windswept Drive, Trenton, New Jersey 08690, U.S.A., and Joe will let anyone have a

copy of these on receipt of 30¢ plus postage. Coloured with felt pens and mounted on card, these are a necessary addition to the collection of any player who thinks that Guadalcanal was given a rough deal by Avalon Hill.

BLITZKREIG variant counters.

Counters for the S&T Blitzkreig variant are on sale from Dave Summers, 505 1st Avenue, Atmore Alabama 36502, U.S.A. I'm not quite sure how much Dave charges for these, nor whether they are mounted and coloured or not (I'm a real mine of information). However anyone interested in getting a set, either because they haven't seen the sheets put out by S&T or because they want to save themselves the trouble of cutting them out etc., should drop Dave a line and see what the situation is.

An item for the Table-topper.

I'm not sure how many readers are interested in table-top wargaming, but certainly there are some. If you are one of them, write to GHQ micro-armour, 20 E 46th Street, Minneapolis, Minn. 55409, U.S.A. and ask them to send you their latest catalogue. I can assure you it will be worth the effort.

Personally, the idea of table-topless wargaming appeals to me more than anything else.....

Avalon Hill non-war games. A non-comprehensive look.

Those readers who have never obtained a complete Avalon Hill catalogue, buying their games on recommendation only, might not be aware that Avalon Hill, in addition to the wargame titles familiar to us, also produce a series of non-war 'family' games. I suspect, in fact, that sales of non-war games exceed those of wargames; it is certainly true to say that one particular non-war game (Shakespeare) has achieved wider publicity in the United States than any of the war titles.

Until recently, my experience of these non-war games was limited to knowledge of Dispatcher and Shakespeare. AHIKS members in the British region already know my opinion of the latter - in spite of its literary and cultural appeal, it must be one of the worst games ever produced by Avalon Hill. Nevertheless, as Tom Shaw told me, Shakespeare has probably been more effective a title than any other as far as the marketing of AH products is concerned, mainly due to the article on the game in Life magazine. I suppose it could have some appeal to those who seek a veneer of culture the easy way; however this group, even, will be almost certainly disappointed when they actually play the game.

Dispatcher, on the other hand, I found an interesting game. It attempts to put the players in the position of a railroad

During our holiday in the USA recently, we spent a very pleasant time with Omar and Sue DeWitt; Omar has collected every Avalon Hill game published, so I got the chance to see whether Shakespeare and Dispatcher were representative of the whole output.

C&O/B&O replaces Dispatcher in the Avalon Hill series. It is another railroad game, with much the same objectives as Dispatcher; however this game is based upon a real rail system and a real timetabling requirement, and it also has many rule improvements over Dispatcher - the loss of bias between players being an important one. The play requires careful thought, and even the solitaire game (often something of an artificiality in AH games - see Jutland, for instance) is quite a challenge. The game sells for (I think) \$8.98, and is well worth it. Sorry to be vague about the price - I can't lay my hands on the list.

The editor asks readers to submit articles on any other AH non-war games for publication in future issues. Any game will do - even the ones I have briefly covered.

A couple (or so) issues from now, I would like to devote some space to the AH ANZIO game. Articles of praise or otherwise will be welcomed - if you have played the game in any of its versions, let us know about it.

The ALBION House Rules.

I think it is about time I re-printed the rules under which ALBION games operate, particularly for the benefit of more recent subscribers. These supplement the published rules of the game of Diplomacy.

1. The published rules of Diplomacy will be followed for all games; when specific alterations to these rules are to be made for a particular game (Abstraction, for one example) these alterations will be specified before the game commences.
Decisions made by the gamesmaster are final, except when there has been an obvious and demonstrable error. Errors not detected by the gamesmaster, nor called to his attention, prior to the adjudication of the next set of moves will be allowed to stand uncorrected.
2. Unless otherwise provided, each game 'year' will be divided into three seasons - Spring and Autumn moves and Winter builds/removals.
3. Propaganda. Players may submit press releases and other material for publication with any move. The editor reserves the right to edit, condense or delete any such material. Propaganda issued by one player which purports to come from another shall not be submitted. Material which is clearly identified as to authorship or which is intentionally anonymous will be published within the limits of space and reasonable standards of good taste.
4. Countries in all games will be assigned by lot. Exchanges are not permitted; however the gamesmaster will attempt to ensure that no single player is assigned the same country with undue frequency.
5. Orders. All orders must be typed or clearly printed. It is convenient if orders for different games appear on different pieces of paper. If a player submits more than one set of orders for the same move, the set bearing the more recent postmark will be used, or, lacking postmarks, the set received later. Joint orders will be accepted, but must be signed by each player involved. Any portion of a joint order may be cancelled either by submission of a new joint order or a new set from one of the individuals involved. In the latter case, the portions of the joint orders not affected by the new set will be used. Miswritten orders fail unless a miswritten order admits of only one logical interpretation, in which case that interpretation will be followed. This does not mean that sloppily-written orders will be allowed to pass; if you order a unit which does not exist, for instance, while leaving unordered a unit which does exist, it is unlikely I will transfer the order. I may not even see it.

6. Retreats. Retreats will be made and announced by the gamesmaster in the report for the move in which they occur in the case where only one possible retreat location exists. When a number of alternative retreat locations exist, the gamesmaster will request the player involved to order the retreat, and the deadline for the next move will be set back to allow time for the results of this order to be distributed to all players.
Some Diplomacy magazines allow a player to remove a displaced unit, even where retreat locations are available. This allowance is not made in ALBION games - a unit must retreat if it can do so.
7. Deception of the gamesmaster will not be tolerated.
8. Impossible moves. A unit ordered to make an impossible move will stand, unsupported, in place.
9. Removals. Removals required, for which no order is submitted, will be made by the gamesmaster. The following criteria will be applied for precedence of removal:- 1. Furthest from home. 2. Non-supply centre before supply centre. If application of these criteria does not yield a unique solution, the matter will be resolved by a chance device.
10. Victory. In order to win, a player must have at least 18 units at the end of a move, after retreats and/or removals have been made.
11. Koning's Rule. If a unit attempting to enter a province is dislodged by an attack from that province, its attack cannot stand off another unit attempting to enter it. Thus: Turkey - A(Bul)-Rum; Russia - A(Rum)-Bul supported by F(Bla), A(Ukr)-Rum.
 - a. Wells' Extension. Koning's rule operates even if the dislodged unit was supported in its attack (if the entering unit was equally well supported).
 - b. Turner's Extension. If no unit follows the victorious unit into the province it vacated, that province is available for retreat by a dislodged unit, since it was not left vacant due to a stand-off. In the example above, if the move A(Ukr)-Rum had not been ordered, a dislodged A(Gal) could retreat to Rum.
12. Miller's Rule. In the revised version, this rule now incorporates the rules in 11 above. A unit which is dislodged may have no effect on the province from which the attack came.
13. Move notation. Underlined moves fail. A = army. F = fleet. A dash (-) is read 'moves to' or 'attacks'. S = supports. C = convoys. When writing a support or convoy order, the order must clearly state all the units involved, their origins and their destinations.

14. Province abbreviations consist, for the most part, of the initial three letters of the name of the province or sea space. For full list of abbreviations, see ALBION number 18 page 12. If players are uncertain of the correct abbreviation, the name of the province should be written out in full.
15. Support by a fleet for a move by another fleet into a double-coasted province may be given regardless of their respective locations. Thus a F(Gas) could support a move by another fleet into Spa-S.C. However support by a fleet located in such a double-coasted province must be governed by the location of the coast it occupies. Thus a French F(Spa-SC) cannot support the move A(Bre)-Gas.
16. Support may not be convoyed. Fleets located in coastal provinces may not convoy. Note that Kiel, Denmark and Constantinople are coastal provinces.
17. Deadlines. The deadline for each move will be announced by the gamesmaster in the report for the previous move, or at another time if circumstances so dictate. Orders received after the deadline will be obeyed providing no part of the adjudication of that move has commenced (this will normally give an absolute maximum of 48 hours leeway, although in most cases the leeway will be considerably less). Units not ordered for a move will stand, unsupported, in place.
18. Advance orders. Players may submit advance orders at any time before the deadline. These will be retained and adjudicated for the move in question when the deadline arrives, unless the player has forwarded amendments in the meantime. This ruling should be observed when any question of postal delay arises.
19. Telephone orders. Players wishing to take advantage of this ruling should let the gamesmaster know their telephone number. If a deadline date arrives, some orders not having been received, the gamesmaster will call the player(s) involved, REVERSING THE CHARGES! to receive verbal orders. If you wish to be listed under this ruling, please let the gamesmaster know at what times of the day you can be expected to be available to answer the phone.
20. For ALL games, game fees and a suitable advance amount for postage must be in the hands of the gamesmaster by the deadline date for the Spring 1901 moves. Failure to do so may result in the player being removed from the game irrespective of the orders he has submitted. Players in America having difficulty in getting cash across the Atlantic should let me know immediately.

ALBION NEW GAME!

Our first game, 69/1 (1969BG) seems to be drawing to a close. It is therefore time to get a replacement game under way, as announced quite some time ago.

This will be a regular game for players within the British Isles only. Reports will appear in every issue of ALBION. The game fee will be 10/-.

The title of the game is ALBION 70/4. When the list of players is complete, I will ask Rod Walker to assign a Boardman number to it. The reference 70/4 will be used until such time as the Boardman number is allotted.

Some players have already signed up for the game, as follows:-

Rod Blackshaw, 24 Oak Cottages, Styal, Wilmslow, Cheshire.

Chris Hancock, 17 Mallard Road, Chelmsford, Essex.

John Robertson, Upper Dunglass, Arbroath Road, Broughty Ferry, Dundee DD5 1QN.

Ray Evans, 12 Mareth Road, Bedford, Bedfordshire.

David Wood, 60 Woodgate Avenue, Church Lawton, Stoke on Trent ST7 3EF, Staffs.

Two places are therefore vacant - please apply for these as soon as possible. Would those whose names appear above please confirm their placement in the game. You can also send me the game fee at the same time, if you wish. Those applying for the vacancies should not send a game fee, since others may have beaten you to it, and if there's one thing I don't like, it is sending money back to people once I have had it in my sticky hands.....

I estimate that 70/4 will start in issue 23, which will make the date somewhere around the first week of October. I will be the gamesmaster, incidentally. Sorry about that.

A SECOND INTERNATIONAL GAME!

I would like to announce the opening of the second ALBION international game. This will be a regular game, played according to the normal rules. The approximate date for the start of the game will be December 1st 1970, and the game will be known, for reference purposes, as ALBION 70/5. The game fee will be 15/- (£1.80 or equivalent in foreign money) plus postage as usual.

When compiling the game list, I would like, if possible, to get players from as many different countries as I can. In 70/3, the first international game, we have players from America, South Africa, Israel and England. If we can expand this to seven different countries next time, so much the better. We have the means to do so, since there are readers of ALBION in Canada and Ireland, and I hope we may be able to persuade a potential subscriber from Belgium to join in.

If you wish to put your name down for this game, please let me have your confirmation. Bernie Ackerman has already booked himself a place in the expectation that, sooner or later, there would be another international game available. Thanks for your confidence, Bernie!

REPORT.ALBION 69/1 (1969BG).Spring 1910.

Austrian A retreats to Vie.

REPORT.ALBION 69/1 (1969BG).Autumn 1910.

Austria (Nethercot); No orders received.
 A(Vie) stands. A(Gal) stands.
 A(Tri) stands.

France (Watson); F(LOS) stands. F(ADS) S F(LOS).
 F(TYS) S F(LOS). F(GoB)-BAL.
 F(Ska)-Den. F(NTH) S F(Ska)-Den.
 A(Fin)-Swe. F(Nor) S A(Fin)-Swe.
 A(Kie) stands. A(Hol) S A(Kie).
 A(Pic)-Bel. A(Bur)-Mun.
 A(Tyr) stands. A(Pie) S A(Tyr).
 A(Ven) S A(Tyr).

Germany (Newcombe); No orders received.
 F(BAL) stands. F(Den) stands.
 A(Ber) stands. A(Sil) stands.
 A(Mun) stands.

Russia (Hancock); No orders received.
 F(StP-NC) stands. A(Mos) stands.
 A(Liv) stands. A(War) stands.

Turkey (Wood); F(BLA)-Sev. A(Rum) S F(BLA)-Sev.
 F(EMS)-IOS. F(AES) S F(EMS)-IOS.
 A(Alb) stands. A(Ser)-Bud.
 F(Gre) S F(EMS)-IOS.

Retreats:- German F(Den) retreats to HEL (only place).

Notation:- underlined moves fail.Builds.

Austria controls: Vie, Tri, ~~Vie~~. Removes 1 for 2.

France controls: Par, Bre, Mar, Por,
 Spa, Bel, Lon, Lpl,
 Edi, Nap, Tun, Rom,
 Nor, Swe, Ven, Den,
 Hol, Kie. Builds 3 for 18.

Germany controls: Ber, Mun, ~~Kie~~, ~~Vie~~,
~~Kie~~. Removes 3 for 2.

Russia controls: Mos, War, StP, ~~Sev~~. Removes 1 for 3.

Turkey controls: Ank, Smy, Con, Gre,
 Bul, Ser, Rum, Bud,
 Sev. Builds 2 for 9.

The Deadline Date for Winter 1910 builds will be Friday August 28th 1970. Malcolm Watson will be declared the winner providing he submits builds. Note that other players will be ranked only if they, too, submit builds or removals; otherwise their countries end the game in civil disorder.

69/1 - a note on deadlines.

It was rather alarming to find that three players, out of the five still remaining in 69/1, had not submitted orders this season. In the case of Michael Nethercot (and, I am pretty sure, Chris Hancock) I know this to be motivated by the argument that nothing could prevent a French win, and therefore the submission of orders merely wasted a stamp. However, in the case of Colin Newcombe, I have a dim recollection of Colin asking for an extension of the deadline until next Tuesday, since he was to be away on holiday until then. If this is the case, then I have forgotten this request until now, what with holidays and all. I therefore owe Colin an apology for making it seem, in the game report, that he had made no provision for his orders this season.

As it happens, I don't think anything could have been done by active German units to prevent the French capture of the three German centres which give France the win. I hope Colin will accept this as part of an excuse. All players should rest assured that, if the same situation were to arise at a more critical stage of the game, I would make sure about the deadline extension before printing results.

At this point I should consider what sort of 'table of results', if any, should be kept by this magazine to record the success or failure of individual players in past games. At the least, after each game, I will rank players and countries in order of number of units, with the single proviso that, to be ranked, the player concerned must be active in the game on the last move. It is for this reason that I ask players in 69/1 to submit builds or removals for the coming Winter season. Failure to do so would result in the country concerned ending the game in civil disorder, and the player and country would not appear on the ranking.

Many American magazines go in for the 'rating system' business in a big way, using various methods to rank all players in all regular games in all magazines. No doubt ALBION players will now start to appear on such rating lists. However I don't think ALBION will enter this field, for a variety of reasons. I think we will stick to simple ranking of each game, with perhaps a list of players' performances in all ALBION games every so often. Unless anyone can think of a good reason why ALBION should run a more complex rating system, that is.

Since it is likely that 69/1 will end between issues of ALBION, we congratulate Malcolm Watson on his first win, which he has obtained in spite of the various rudenesses I have perpetrated against his person in these pages. I imagine these have only spurred him on to greater efforts.

Commentaries on the whole game, by the gamesmaster, by the winner, and by anyone else who wishes to contribute, will appear in future issues.

REPORT.ALBION 69/2 (1969CF)Spring 1906.

Russian F retreats to Swe.

REPORT.ALBION 69/2 (1969CF)Autumn 1906.

Austria (Wood); A(vie) stands.

France (Evans); F(NAf)-Tun. F(WMS) S F(GoL)-TYS.
F(GoL)-TYS. F(Tus)-Rom.
 F(Bel) stands. A(Lon) stands.
 A(Ruh) stands. A(Bur) stands.
 A(Pie)-Ven.

Germany (Stuart); F(NTH)-Ska. A(Kie)-Ber.
A(Den)-Swe. A(Sil) S A(Kie)-Ber.
A(War)-Mos. F(BAL) S A(Den)-Swe.
 A(Tyr) S French A(Pie)-Ven.

Italy (Watson); F(Tun)-WMS. F(Nap)-TYS.
 F(LOS) S F(Nap)-TYS. A(Ven)-Tus.
 F(Rom) S A(Ven)-Tus. A(Tri)-Ven.
 A(Bud)-Tri.
 F(Con) S Russian F(Bul)-BLA.

Russia (Robertson); A(Nor) S F(Swe). F(GoB) S F(Swe).
F(Swe) S A(Nor). A(Gal)-Sil.
 A(Mos)-War. A(Ukr) S A(Mos)-War.
 A(Ber)-Mun. F(Bul)-BLA.

Turkey (Thomas); No orders received.
 F(Ank) stands.

Retreats:- German A(War) retreats to Liv or Pru
 French F(Tus) retreats to Pie (only place).

Notation:- Underlined moves fail.

Builds.

Austria controls:	Vie.	No change for 1.
France controls:	Par, Mar, Bre, Bel, Por, Spa, Lon, Lpl, Tun , Ven.	No change for 9.
Germany controls:	Ber, Mos , Kie, Ska , Edi, Hol, War , Den.	Removes 2 for 5.
Italy controls:	Rom, Nap, War , Smy, Con, Gre, Tri, Ser, Tun, Bud.	Builds 1 for 9.
Russia controls:	Mos, War, Sev, StP, Rum, Nor, Swe, Bul, Yed , Mun.	Builds 1 for 9.
Turkey controls:	Ank.	No change for 1.

DEADLINE for the Winter 1906 builds is:-
Friday August 28th 1970.

These builds can be made conditional on the German retreat,
 which should also be ordered by the above deadline date.

Ye Ed.



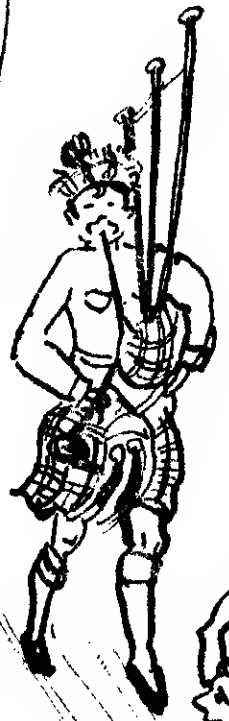
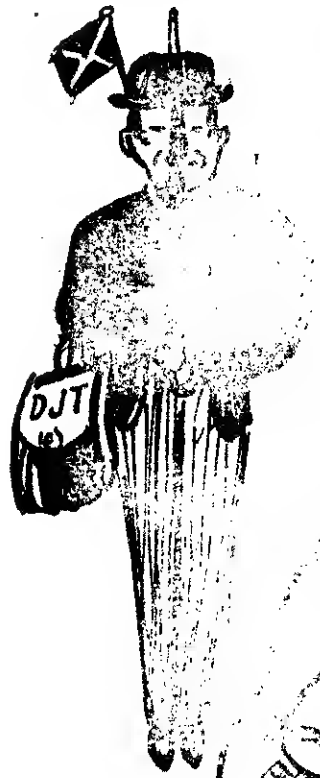
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